PROJECT: CREATE YOUR OWN PARSELY GAME

REQUIREMENT: YOUR GAME <u>MUST</u> TAKE PLACE <u>IN A SHOP</u>.

Using "Blackboard Jungle" as an example, you will need to **DRAW A MAP** and **WRITE A SCRIPT**.

Your **MAP**

- must include **at least 5 « rooms »**

Your **SCRIPT**

- should **depict the setting** and atmosphere

- must **detail all the possible actions** (with items) that involve consequences, whether good or bad ones.

But DO NOT make the descriptive part too long, as the parser may have to repeat it quite often.

ASSESSMENT

Once your game is finished, your work will be assessed on:

- ❖ 2 pts - creativity / inventiveness

- ❖ 2 pts - quality of the gaming experience (playability)

- ❖ **11 pts - language quality and richness (English)**

- ❖ **5 pts - Reutilisation of the vocabulary (from the list)**

PEER TESTING AND FEEDBACK

- ❖ Each student will **test at least & 1 peer game**.

- ❖ The iterative design process relies on testing and iterating on the game so this step is integral to the process.

- ❖ Students should play through a peer game and **provide constructive feedback**.

    - What did you like about the game?

    - Comment on the descriptions of the areas in the game (did the author provide an immersive experience for the player?)

    - What could be improved or added?